Miroslav Vaňo

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Professional Summary

I am a self-taught developer with a background in the video game industry and medicine. I have knowledge of JavaScript, React.js, HTML, and CSS and design tools such as Figma, Photoshop, and Clip Studio Paint.

Work Experience

from 06/2022

Grand Beats Studio Production s.r.o.

- · creating highly adaptive music and sound effects for video games using Steinberg Nuendo and Ableton Live
- implementation of music and SFX with middleware Wwise, Fmod, and game engines such as Unreal or Unity
- creation of tailor-made product concepts for game audio, interactive websites, and audio dramas
- motivation to advance industry standards and bring more business opportunities
- work in a fast-paced agile environment focused on teamwork with the use of Trello, Discord, and Slack
- adherence to strict deadlines with the need for quick problem-solving

Education

9/2016-5/2022

Jessenius Faculty of Medicine in Martin of Comenian University Bratislava

- graduated with honors
- study of general medicine in a demanding environment requiring determination and hard work
- acquired high knowledge and practical skills in various fields of medicine
- improved my interpersonal skills and sense of empathy

Languages

English — B2

Slovak — Native Language

Additional Skills

- posses love and ability to grasp new concepts and ideas efficiently
- capability of making quick and confident decisions
- sense of honesty, responsibility, and reliability